

Field of invention

Formation and education of believers of all ages to stimulate their growth and strengthen their faith.

I have witnessed tremendous progress in past baptismal class where when the believers get fun doing something, they remember most the details about it. This fact inspire me to invent these cards to stimulate their interest in reading the Bible and their ability to memorise, quote, and apply Bible verses.

Description of the Related Art

The invention so named “Seriously Funny” uses the concept of card playing to provide to christian leaders a sure tool to help the believers learn and painlessly memorize Bible verses and the christian ethics. No special material is needed, just one or more decks of cards and people willing to have fun. The cards come with a set of smaller size cards one for each book with the name of the corresponding book on one side and the corresponding sequential number on the book other side, which will be used to start the game in levels 2 to 4. All under an heavy lamination for longer life span and easier cleaning when needed. It is a fact that human brain is more receptive when stress of any kind is not involved. And this game does just that, while exposing the players to the word of the Bible that church leaders have so much troubles to anchor in their members’ mind. The christian believers are called to be “the salt of the world”, which they cannot be if they do not live by the teachings of the Bible. But the fact is that they cannot live by the teachings of the Bible if they do not memorize them. Psalm 119:11 puts it this way: “I have hidden your word in my heart that I might not sin against you...” This game will do just that better than any former method or material available.

Brief summary of the invention

Bible verse learning sessions are usually identical to school. Though they are generally held mostly on Sunday, and in church setting, they usually stress the persons concerned as though they were an extension of regular school causing Bible verses learning and christian ethics harder to be assimilated. With this cards, the whole matter of teaching, learning, memorizing is simplified, captivating and stress-free to all, because they are only playing. And the different levels of the game makes it profitable for the little ones, the grown-ups and adults alike at their respective level.

When we remember that game in general always aim at a certain age group, and that the growth of all believer dependson the Bible, “Seriously Funny” is a one of a kind. The same and only one material offers to all the different age groups the exceptional opportunity to master the Bible and make the christian ethics practice a second nature.

Detailed Description of the Invention

Levels

1:

Each player calls each card while rearranging the deck .

“Skipping, or failling to call a card ?- must learn that verse.”

The shortest time wins.

2:

Each player picks a card. Their difference (smaller, bigger or equal to the smaller) is the number of books to name. Miss a book? Learn the verse.

Difference :

Smaller; go backward.

Bigger; go forward.

Equal; all learn both verses. - Then restart.

3:

Choose one. For each mistake:

- a) Learn that book's verse.
- b) Tell a story from that book, pray , or sing .
- c) Both “a, b”
- d) Both say a verse from that book, or learn that card's verse.

4

Start, 10 cards each. _Cannot beat a card?

- Search a card (from deck).

Or

- Cry (drop any card, say or learn both verses). Winer picks two cards for oponent to learn.